AMIGA POWER GALLUP CHARTS TOP 30

★★★★★ Exceptional ★★★★★ Nearly there ★★★★ Very good ★★★ Has its moments ★★ Flawed ★ Dire

1	(1)	**CANNON FODDER**	Virgin £29.99 ★★★★★
2	(2)	**FRONTIER: ELITE 2**	Gametek £29.99 ★★★
3	(NE)	**LIBERATION**	Mindscape £29.99 ★★★★★
4	(3)	**PREMIER MANAGER 2**	Gremlin £25.99 ★★★★
5	(5)	**THE SETTLERS**	Blue Byte £34.99 ★★★★★
6	(4)	**SKIDMARKS**	Acid Software £25.99 ★★★★
7	(7)	**MORTAL KOMBAT**	Virgin £29.99 ★★★★★
8	(16)	**WINTER OLYMPICS**	US Gold £32.99 ★★
9	(8)	**MONKEY ISLAND**	Kixx £16.99 ★★★★
10	(NE)	**AWARD WINNERS – GOLD EDITION**	Empire £29.99 ★★★★
11	(14)	**CHAMPIONSHIP MANAGER 94 DATA DISK**	Domark £9.99 ★★★
12	(10)	**JOHN MADDEN FOOTBALL**	Hit Squad £12.99 ★★★★★
13	(10)	**EYE OF THE BEHOLDER**	Kixx £16.99 ★★★★
14	(RE)	**ZOOL 2**	Gremlin £25.99 ★★★★
15	(12)	**SENSIBLE SOCCER 92/93**	Renegade/Mindscape £25.99 ★★★★★
16	(NE)	**MAN UTD PREM. LEAGUE CHAMPIONS**	Krisalis £29.99 ★★★
17	(17)	**ASSASSIN SE**	Team 17 £10.99 ★★★
18	(NE)	**STREET FIGHTER 2**	Kixx £14.99 ★★★
19	(11)	**CHAMPIONSHIP MANAGER 93**	Domark £25.99 ★★★★
20	(15)	**CHAMPIONSHIP MANAGER ITALIA**	Domark £25.99 ★★★
21	(13)	**POLICE QUEST 1**	Kixx £16.99 ★★★
22	(NE)	**INNOCENT UNTIL CAUGHT**	Psygnosis £37.99 ★★★★
23	(NE)	**CHAMPIONSHIP MANAGER COMPENDIUM**	Domark £27.99 ★★★★
24	(20)	**JURASSIC PARK**	Ocean £25.99 ★★★
25	(30)	**A-TRAIN**	Hit Squad £17.99 ★★★★
26	(28)	**THE BLUE & THE GRAY**	Impressions £34.99 ★★★
27	(RE)	**LEISURE SUIT LARRY 2**	Kixx £14.99 ★★★★
28	(23)	**ALIEN BREED SPECIAL EDITION 92**	Team 17 £10.99 ★★★
29	(RE)	**PROJECT X**	Team 17 £12.99 ★★★
30	(21)	**STRIKER**	GBH £9.99 ★★★

We figure you must have some idea how the charts work by now, so briefly: they're © ELSPA, they mix budgies and full-pricers together, games are rated in stars, and they're not still sponsored by Penguin!

AMIGA POWER RECOMMENDS

These are the ones that the AP team adore, the ones that you should get.

NAUGHTY ONES

(Interactivision)

'What's wrong?' we collectively cried. This game doesn't have a recognisable cute character. It's written by folk we've never heard of, and, what's more, they're Johnny foreigners. Yet Stuart's opted to award it 90 per cent. "It's everything platform games should be, but almost never are," growled Stuart in his most impressive doubt-it-for-but-a-moment-and-you're-all-fired voice. When he gets like that, we're rarely inclined to argue.

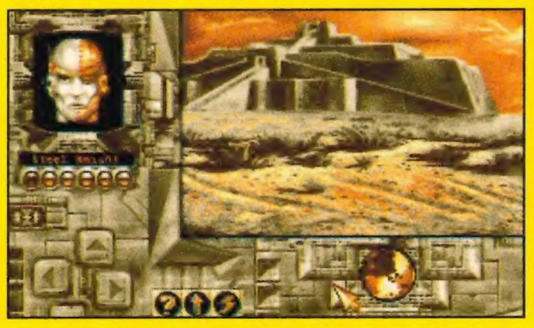
LEGACY OF SORACIL

(Gremlin)

An updated, slicker version of *Hero Quest*, with more to it in the way of tricks, traps and puzzles than the original. Other embellishments include a jazzed-up palette, easier combat, a better movement/action point system and auto mapping. Altogether a better proposition than *Hero Quest,* and one that AP has no qualms about recommending to anyone who's into RPG romps.

PERIHELION

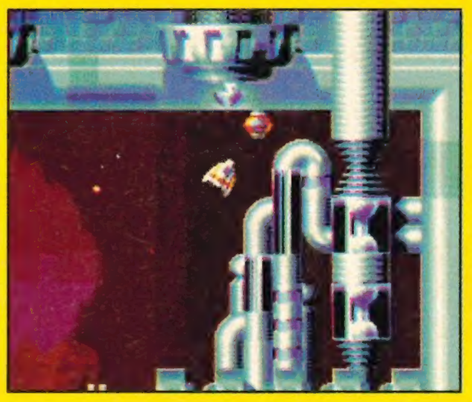
(Psygnosis)



Magnificently moody and atmospheric, *Perihelion* takes you into the strange world of psionics, pools of energy in time and space, and genetically engineered creatures. Aside from that, the world's so weird that it doesn't even exhibit one shade of blue in the visible electro-magnetic spectrum. Grand graphics and good ideas aside, the game really boils down to a six-adventurers-against-the-world-type scenario which, although not particularly original, is one of the best examples of its kind out today.

FLY HARDER

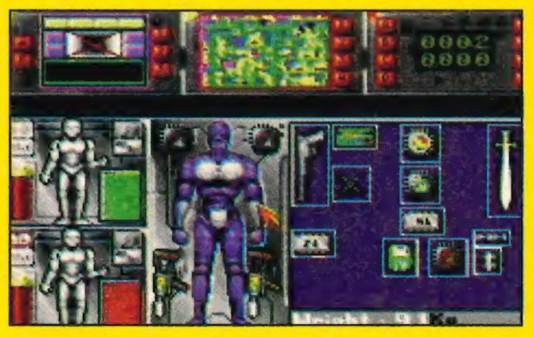
(Krisalis)



Good ideas should never be allowed to go to waste. And that's exactly what happened with *Fly Harder*. Er, that's to say, the idea didn't go to waste. The idea in question is as old as arcade games themselves and is basically a *Thrust*/*Oids*/*Lunar Lander* derivative. What's more, with *Fly Harder* you can choose between joystick/keyboard control for the extra-fine control you need when caught in those situations that require intricate manoeuvring. Cam reviewed it, and he can't recommend it highly enough. 'Nuff said.

LIBERATION

(Mindscape)



The CD32's flagship game has been broken down into its component body parts; had the saturated fat of CD quality sound and FMV digitised sequences removed, and been left with an exquisite polyunsaturated exo-skeleton of atmosphere and enthralling gameplay. *(We're deeply sorry. – Ed)* Character interaction is hampered/enhanced by the need to engage in etiquette, and the characters you deal with remember you. *Liberation*'s gone straight into the charts at No. 3 and that leaves nothing else to say, other than: Treat yourself. Buy it some day soon.